

This listing of claims will replace all prior versions, and listings, of claims in the application.

**Listing of Claims:**

1. (Currently amended) A method of facilitating a gaming session comprising:  
identifying, at a first terminal, one or more remote terminals for a game by retrieving  
~~utilizing~~ one or more stored numbers associated with said one or more remote terminals from  
memory of the first terminal;  
receiving an instruction to determine an outcome;  
determining, at the first terminal, a signal representing said outcome and identifying a  
terminal that ~~player who inputted~~ received the instruction;  
transmitting, from the first terminal over a communications link, the signal  
representing said outcome and an identity of said terminal that received the instruction to  
determine the outcome to ~~send to~~ said one or more remote terminals for display; and  
displaying a game accessory on said first terminal wherein the game accessory  
indicates the outcome, and identifies the terminal that ~~determined~~ received the instruction to  
determine the outcome ~~said signal~~.
2. (Original) The method of claim 1, wherein said communications link is one of a  
telephone line and a wireless link.
3. (Canceled)
4. (Previously presented) The method of claim 1, wherein said game accessory is one  
or more die.
5. (Canceled)
6. (Canceled)
7. (Original) The method of claim 1, wherein said signal is an inband signal  
transmitted over said communications link.
8. (Original) The method of claim 7, wherein said inband signal comprises at least  
one dual tone multi-frequency (DTMF) signal.

9. (Previously presented) The method of claim 1, wherein displaying comprises:  
defining a plurality of identifiers used to differentiate between said terminal and said one or more remote terminals;  
determining at each of said terminals, from which terminal said signal originated from by checking the identifier; and  
indicating at each of said terminal and said one or more remote terminals, said outcome and originating terminal identifier.

10. (Previously presented) The method of claim 1, wherein entering a gaming mode does not interfere with an ongoing conversation over said communications link.

11. (Original) The method of claim 9, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).

12. – 16. (Canceled)

17. (Currently amended) An apparatus for facilitating a gaming session comprising:

means for identifying, at a first terminal, one or more remote terminals for a game by ~~retrieving~~ ~~utilizing~~ one or more stored numbers associated with said one or more remote terminals from memory of the first terminal;

means for receiving an instruction to determine an outcome;

means for determining, at the first terminal, a signal representing said outcome and identifying a terminal that ~~player who~~ ~~received~~ ~~inputted~~ the instruction;

means for transmitting, from the first terminal over a communications link, the signal representing said outcome and an identity of said terminal that received the instruction to determine the outcome ~~to send to~~ said one or more remote terminals for display; and

means for displaying a game accessory on said first terminal, wherein the game accessory indicates the outcome, and identifies the terminal that received the instruction to determine the outcome ~~player who inputted the instruction~~.

18. (Original) The apparatus of claim 17, wherein said communications link is one of a telephone line and a wireless link.

19. (Canceled)

20. (Previously presented) The apparatus of claim 17, wherein said game accessory is one or more die.

21. (Canceled)

22. (Canceled)

23. (Original) The apparatus of claim 17, wherein said signal is an inband signal transmitted over said communications link.

24. (Original) The apparatus of claim 23 wherein said inband signal comprises at least one dual tone multi-frequency (DTMF) signal.

25. (Previously presented) The apparatus of claim 17, wherein said means for displaying comprises:

means for defining a plurality of identifiers used to differentiate between said terminal and said one or more remote terminals;

means for determining at each of said terminals, from which terminal said signal originated from by checking the identifier; and

means for indicating at each of said terminal and said one or more remote terminals, said outcome and originating terminal identifier.

26. (Previously presented) The apparatus of claim 17, wherein the apparatus includes means for entering a gaming mode that does not interfere with an ongoing conversation over said communications link.

27. (Original) The apparatus of claim 25, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).

28. – 32. (Canceled)

33. (Currently amended) A method of facilitating a gaming session comprising:  
defining, at a first terminal, a plurality of identifiers used to differentiate between a plurality of remote terminals;  
receiving, at the first terminal, an instruction to determine a random outcome;  
transmitting, from the first terminal over a communications link, a dual tone multi-frequency signal representing said outcome to each of said remote terminals for display, the signal being configured to be received and decoded by each of said remote terminals; and  
displaying a game accessory indicating said outcome and identifying the terminal that transmitted said signal.

34. (Original) The method of claim 33, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).

35. (Original) The method of claim 33, wherein said communications link is one of a telephone line and a wireless link.

36. (Canceled)

37. (Previously presented) The method of claim 33, wherein said game accessory is one or more die.

38. -40. (Canceled)

41. (Previously presented) The method of claim 33, wherein the communications link comprises a wireless communications link, at least one of said terminals is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.

42. (Canceled)

43. (Canceled)

44. (Canceled)

45. (Currently amended) An apparatus for facilitating a gaming session comprising:

means for defining, at a first terminal, a plurality of identifiers used to differentiate between a plurality of remote terminals;

means for receiving, at the first terminal, an instruction to determine an outcome;

means for transmitting, from the first terminal over a communications link, a dual tone multi-frequency signal representing said outcome to send to each of said terminals for display, the signal being configured to be received and decoded by each of said remote terminals; and

means for displaying a game accessory that indicates said outcome and identifies the terminal that transmitted said signal.

46. (Original) The apparatus of claim 45, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).

47. (Original) The apparatus of claim 45, wherein said communications link is one of a telephone line and a wireless link.

48. (Canceled)

49. (Previously presented) The apparatus of claim 45, wherein said game accessory is one or more die.

50. -52.(Canceled)

53. (Previously presented) The apparatus of claim 45, wherein the communications link comprises a wireless communications link, at least one of said terminals is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.

54. -80. (Canceled)

81. (Currently amended) A method of facilitating a gaming session comprising:  
identifying, at the first terminal, an identity of a remote terminal for a game by a  
~~plurality of remote terminals for a game by~~ retrieving ~~utilizing~~ one or more stored numbers  
associated with said remote terminals from memory of the first terminal;  
receiving an instruction to determine an outcome;  
transmitting, from the first terminal over a communications link, a signal representing  
said outcome to ~~to each of~~ said remote terminals for display, the signal being configured to be  
received and decoded by said remote terminals; and  
displaying a game accessory indicating said outcome, and identifying the terminal that  
transmitted the signal ~~instruction~~.

82. (Original) The method of claim 81, wherein said communications link is one of a  
telephone line and a wireless link.

83. (Original) The method of claim 81, wherein said signal is determined randomly.

84. (Canceled)

85. (Previously presented) The method of claim 81, wherein said game accessory  
is one or more die.

86. (Canceled)

87. (Canceled)

88. (Original) The method of claim 81, wherein said displayed outcome simulates a  
timer.

89. (Original) The method of claim 81, wherein said displayed outcome enables a  
game player to indicate a bet.

90. (Canceled)

91. (Currently amended) The method of claim 81, wherein the communications link  
comprises a wireless communications link, ~~at least one of~~ said terminals is a wireless

telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.

92. -94. (Canceled)

95. (Currently amended) An apparatus for facilitating a gaming session comprising:

~~means for circuitry configured to identifying, at a first terminal, an identity of a remote terminal for a game~~ a plurality of remote terminals for a game by retrieving utilizing one or more stored numbers associated with said remote terminals from memory of the first terminal;

~~means for a user interface configured to receive~~ receiving an instruction to determine an outcome;

a network connection configured to transmit ~~means for transmitting, from the first terminal over a communications link,~~ a signal representing said outcome to ~~each of~~ said remote terminals for display, the signal being configured to be received and decoded by said remote terminals; and

a display configured to display ~~means for displaying~~ a game accessory indicating said outcome and identifying the terminal that transmitted said signal.

96. (Original) The apparatus of claim 95, wherein said communications link is one of a telephone line and a wireless link.

97. (Original) The apparatus of claim 95, wherein said signal is determined randomly.

98. (Canceled)

99. (Previously presented) The apparatus of claim 95, wherein said game accessory is one or more die.

100. (Canceled)

101. (Canceled)

102. (Original) The apparatus of claim 95, wherein said displayed outcome simulates a timer.

103. (Original) The apparatus of claim 95, wherein said displayed outcome enables a game player to indicate a bet.

104. (Canceled)

105. (Currently amended) The apparatus of claim 95, wherein the communications link comprises a wireless communications link, ~~at least one of~~ said terminals is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.

106. -108.(Canceled)

109. (Currently amended) A computer readable storage medium including computer readable instructions for ~~method of~~ facilitating a gaming session comprising:  
instructions for identifying, at a first wireless telephone, an identity of a plurality of ~~remote terminals~~ wireless telephones for a game by retrieving utilizing one or more stored telephone numbers associated with said ~~remote terminals~~ wireless telephones from memory of the first wireless telephone;

instructions for receiving, at the first wireless telephone, an instruction to determine an outcome;

instructions for transmitting, from the first wireless telephone over a communications link, a dual tone multi-frequency signal representing said outcome to send to each of said ~~remote terminals~~ wireless telephones for display, the signal being configured to be received and decoded by said ~~remote terminals~~ wireless telephones; and

instructions for displaying a game accessory, indicating said outcome and identifying the wireless telephone terminal that transmitted the signal instruction.

110. (Currently amended) The computer readable storage medium ~~method~~ of claim 109 wherein said communications link is a wireless link;.

111. (Canceled)



112. (Currently amended) The computer readable storage medium ~~method~~ of claim 109 wherein said game accessory is one or more die.

113. (Currently amended) The computer readable storage medium ~~method~~ of claim 109, further comprising:

instructions for defining a plurality of identifiers used to differentiate between said wireless telephones; and determining, at each of said wireless telephones, from which wireless telephone said signal originated.

114. (Currently amended) The computer readable storage medium ~~method~~ of claim 113 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

115. (Currently amended) The computer readable storage medium ~~method~~ of claim 113 wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs) included in the wireless telephones of the plurality of wireless telephones.

116. (Currently amended) The computer readable storage medium ~~method~~ of claim 109 wherein displaying comprises displaying the outcome using a color that identifies the specific wireless telephone ~~game player~~ that the outcome is associated with.

117. (Currently amended) An apparatus for facilitating a gaming session comprising:  
means identifying, at a first wireless telephone, an identity of a plurality of ~~remote terminals~~ wireless telephones for a game by utilizing ~~retrieving~~ one or more ~~stored~~ telephone numbers associated with said ~~remote terminals~~ wireless telephones from memory of the first wireless telephone;

means for receiving, at the first wireless telephone, an instruction to determine an outcome;

means for transmitting, from the first wireless telephone over a communications link, a dual tone multi-frequency signal representing said outcome to each of said ~~remote terminals~~

wireless telephones for display, the signal being configured to be received and decoded by said ~~remote terminals~~ wireless telephones; and

means for displaying a game accessory indicating said outcome and identifying the ~~terminal~~ wireless telephone that transmitted the signal ~~instruction~~.

118. (Previously presented) The apparatus of claim 117 wherein said communications link is a wireless link.

119. (Canceled)

120. (Previously presented) The apparatus of claim 117 wherein said game accessory is one or more die.

121. (Currently amended) The apparatus of claim 117, further comprising:  
means for defining a plurality of identifiers used to differentiate between said plurality of ~~remote terminals~~ wireless telephones; and  
means for determining at, from which ~~remote terminal~~ wireless telephone said signal originated.

122. (Currently amended) The apparatus of claim 121 wherein conversing parties associated with said plurality of ~~remote terminals~~ wireless telephones can spontaneously set up and play a game, without interfering with an ongoing conversation over said communications link.

123. (Currently amended) The apparatus of claim 121 wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs) included in the ~~remote terminals~~ wireless telephones of the plurality of ~~remote terminals~~ wireless telephones.

124. (Currently amended) The apparatus of claim 117 wherein the means for displaying comprises means for displaying the outcome using a color which identifies the specific wireless telephone ~~terminal~~ that the outcome is associated with.

125. (Currently amended) A method of simulating a game accessory used by a plurality of game players to play a game, comprising:

defining, at a first wireless telephone, a plurality of identifiers used to differentiate between a plurality of wireless telephones connected via a communications link;

receiving, at the first wireless telephones, an instruction to determine an outcome ~~associated with a specific one of the game players~~;

using a random number generator located in the first ~~said one~~ wireless telephone to determine, a duel tone multi frequency signal representing said outcome to send to each of said wireless telephones for display, the signal being configured to be received and decoded by each of said wireless telephones; and

displaying a game accessory indicating said outcome and identifying the telephone that transmitted said signal.

126. (Previously presented) The method of claim 125 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

127. (Previously presented) The method of claim 125 wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs) included in the wireless telephones of the plurality of wireless telephones.

128. (Previously presented) The method of claim 125 wherein said communications link is a wireless link.

129. (Canceled)

130. (Previously presented) The method of claim 129 wherein said game accessory is one or more die.

131. (Currently amended) The method of claim 125 wherein said displaying comprises displaying the outcome using a color that identifies the specific wireless telephone ~~game player~~ that the outcome is associated with.

132. (Currently amended) Apparatus for simulating a game accessory used by a plurality of game players to play a game, comprising:

~~means for defining~~ circuitry configured to define, at a first wireless telephone, a plurality of identifiers used to differentiate between a plurality of wireless telephones connected via a communications link;

~~means for receiving a user interface configured to receive, at a first wireless telephone, an instruction to determine an outcome associated with a specific one of the game players;~~

a random number generator located in ~~the first said one~~ wireless telephone for determining a duel tone multi frequency signal representing said outcome to send to each of said other wireless telephones of said plurality of wireless telephones for display, the signal being configured to be received and decoded by each of said wireless telephones; and

~~means for a display configured to display~~ displaying a game accessory indicating said outcome and identifying the telephone that transmitted said signal.

133. (Previously presented) The apparatus of claim 132 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

134. (Previously presented) The apparatus of claim 132 wherein each identifier is represented by different color emitted by one or more light emitting diodes (LEDs) included in the wireless telephones of the plurality of wireless telephones.

135. (Previously presented) The apparatus of claim 132 wherein said communications link is a wireless link.

136. (Canceled)

137. (Previously presented) The apparatus of claim 132 wherein said game accessory is one or more die.

138. (Currently amended) The apparatus of claim 132 wherein the display means ~~for displaying the outcome~~ uses a color that identifies the specific wireless telephone game player ~~that the outcome is associated with.~~

139. (Currently amended) A method of simulating a game accessory used by a plurality of game players to play a game, comprising:  
receiving, at the first wireless telephone, an instruction to determine an outcome;  
~~determining~~ transmitting from a first wireless telephone over a communications link,  
a dual tone multi-frequency signal representing said outcome to send to a plurality of wireless telephones for display, the dual tone multi-frequency signal being configured to be received and decoded by each of said wireless telephones; and  
displaying a game accessory indicating said outcome, and the wireless telephone that determined said signal.

140. (Previously presented) The method of claim 139 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

141. (Previously presented) The method of claim 139 wherein said signal is determined randomly.

142. (Canceled)

143. (Previously presented) The method of claim 139 wherein said game accessory is one or more die.

144. (Currently amended) The method of claim 139 wherein said displaying comprises causing said each wireless telephone for displaying the outcome using a color which identifies the specific wireless telephone game player ~~that the outcome is associated with.~~

145. (Currently amended) A computer readable storage medium including computer readable instructions ~~Apparatus~~ for simulating a game accessory used by a plurality of game players to play a game, comprising:

instructions for defining, at a first wireless telephone, a plurality of identifiers used to differentiate between a plurality of wireless telephones;

instructions ~~means~~ for receiving, at the first wireless telephone, an instruction to determine an outcome;

instructions ~~means~~ for ~~determining~~ transmitting, from the first wireless telephone over a communication link, a dual tone multi-frequency signal representing said outcome to each of said send to a plurality of wireless telephone for display, the signal being configured to be received and decoded by each of said wireless telephones; and

instructions ~~means~~ for displaying a game accessory indicating said outcome, and identifying the wireless telephone that transmitted said signal ~~wireless telephone that determined said signal.~~

146. (Currently amended) The computer readable storage medium ~~apparatus~~ of claim 145 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

147. (Currently amended) The computer readable storage medium ~~apparatus~~ of claim 145 wherein said signal is determined randomly.

148. (Canceled)

149. (Currently amended) The computer readable storage medium ~~apparatus~~ of claim 145 wherein said game accessory is one or more die.

150. (Currently amended) The computer readable storage medium ~~apparatus~~ of claim 145 wherein the means for causing comprises means for causing said each wireless telephone to display the outcome using a color that identifies the specific wireless telephone ~~game player~~ that the outcome is associated with.

151. (Currently amended) A wireless telephone for simulating a game accessory used by a plurality of game players to play a game, comprising:

means for identifying, at a first wireless telephone, one or more remote wireless telephones for a game by ~~utilizing~~ retrieving one or more telephone ~~stored~~ numbers associated with said one or more remote wireless telephones from memory of the first wireless telephone;

means for receiving an instruction to determine an outcome;

a random number generator for determining a signal representing said outcome without interfacing with any device external to said wireless telephone;

a signal generator for transmitting, from the first wireless telephone, to at least one wireless telephone over a communications link at least one dual tone multi-frequency (DTMF) signal representing said outcome determined by said random number generator, wherein the signal includes information that allows said wireless telephone ~~terminal~~ to display said outcome using a color that identifies the transmitting device.

152. (Currently amended) A computer readable storage medium including computer readable instruction for ~~method of~~ simulating a game accessory used by a plurality of game players to play a game, comprising:

instructions for identifying, at a first wireless telephone, one or more wireless telephones for a game ~~players~~ by ~~utilizing~~ retrieving one or more ~~stored~~ telephone numbers associated with said one or more wireless telephones ~~game player terminals~~ from memory of the first wireless telephone;

instructions for receiving an instruction to determine an outcome;

instructions for determining, at the first wireless telephone, a signal representing said outcome and identifying a wireless telephone that received the instruction;

instructions for transmitting, from the first wireless telephone over a communication link, the signal representing said outcome and an identity of the wireless telephone that received the instruction to determine the outcome to said one or more wireless telephones for display; and

instructions for displaying, on the first wireless telephone, a game accessory indicating the outcome ~~using a color that identifies the specific game player that~~ and

identifies the wireless telephone that received the instruction to determine the outcome ~~the outcome is associated with.~~

153. (Currently amended) A wireless telephone for simulating a game accessory used by a plurality of game players to play a game, comprising:

means for decoding, at a first wireless telephone, a first dual tone multi-frequency (DTMF) signal representing a randomly determined first outcome received from another wireless telephone via a communications link, the first outcome being associated with a first one of the game players; and

means for displaying, on the first wireless telephone, a game accessory that indicates the first outcome using a first color that identifies the first game player that the first outcome is associated with.

154. (Currently amended) The wireless telephone of claim 153 further comprising:  
means for ~~inputting~~ receiving an instruction to determine a second outcome to transmit to the other wireless telephone;

a random number generator for determining a second signal representing said second outcome, the second outcome being associated with the first wireless telephone ~~a second one of the game players~~, the second signal being determined without interfacing with any device external to said wireless telephone;

a signal generator for transmitting over a communications link to the other wireless telephone a second DTMF signal representing said second outcome determined by said random number generator; and

means for displaying a game accessory indicating the second outcome using a second color which identifies the first wireless telephone ~~second game player~~ that the second outcome is associated with.

155. (Currently amended) A method of simulating a game accessory, comprising:  
(a) establishing a communications link between a first wireless telephone and a second wireless telephone;

(b) ~~receiving inputting, by a game player located~~ receiving an instruction to determine an outcome;



(c) ~~determining~~ transmitting, ~~at~~ by said first wireless telephone, a dual tone multi-frequency signal representing said outcome to ~~send to~~ said second wireless telephone via the communications link for display, the dual tone multi-frequency signal being configured to be received and decoded by said second wireless telephone; and

(d) displaying a game accessory that indicates the outcome, and identifies the wireless telephone that determined said signal.